



# **MAYFLOWER COUNCIL 2020 FREEZE OUT**



## ***CAMP RESOLUTE BOLTON, MASS JANUARY 24-26, 2020***

Resolute Freeze Out FIELD GUIDE 2020 (version 1/6/2020)

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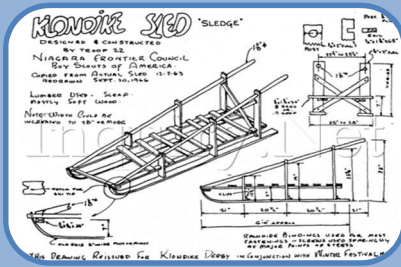
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## Resolute Freeze Out 2020 – Event Staff

Don Matchinski	Freeze Out Co-Chair / Logistics
Dennis Mauro	Freeze Out Co-Chair
Troop 303 Marlborough	Event Registration
Troop 355 Newton	Race Committee
Steve Desmarais	Mountain Man Chair
Dennis Rawley	Maps/Artwork
Tom Kemper	Field Guide
Mike Volk	Patrol Schedules
Reagan Byrnes	Patch design (Troop 2 Marlborough)
Jay Kanavos, David Probert	EMT, First Aid
TBD	Parking
Davis Stockton	Resolute Ranger and Facilities Manager
Jack Colamaria	Council Support
Rob Hillman	Council Support
<b><u>Other Duties:</u></b>	
TBD	Flag Ceremony Sat. Opening
Steve Symes	Scouts Own Service/ Worship Service
TBD	Flag Ceremony Sat. Closing
TBD	Closing Ceremony Fire
TBD	Closing Ceremony Skits

# Featured Freeze Out 2020 Event

## Sled Race Troop 355 Newton



## Support Stations and Station Hosts

**First Responder First Aid:**  
Warming Hut/Shaugnessey Cabin

**Soup Station:**  
Soup Station Troop 1 Cochituate/Wayland  
Soup Station Troop 1 Hopedale

**Hot Coco Stations:**  
Troop 1 Cochituate/Wayland  
Troop 1 Hopedale  
Troop 205 Newton (?)

## Event Narrative

The Mayflower Council 2020 Freeze Out will *continue the tradition of past Freeze Out events in that it will emphasize and focus on outdoor winter camping, cooking, winter games and survival skills*. Camp Resolute provides a unique logistical layout for the events planned. Units are strongly encouraged to promote cold weather camping preparation into January troop meeting programs. In particular, meeting content should focus on gear, i.e. sleeping bags and layered appropriate clothing that allow extended time in the cold with flexibility and comfort. **The Freeze Out will focus on 8 events, hosted by 11 Troops with 1 extra, an ending Klondike Sled Race Event.**

## The Hosts and major activities:

T1	Hopkinton	Cross cut saw (1)
T1	Mendon	Fire building (1)
T1	Northborough	Lashing/obstacle course
T1	Wayland/Cochituate	Hatchet & soup
T2	Marlborough	Fire building (2)
T4	Shrewsbury	Emergency shelter
T63	Sudbury	Ice rescue challenge
T126	Franklin	Cross the Creek
T205	Newton	Cross cut saw (2)
T303	Marlborough	Sling shot
T355	Newton	Klondike sled race

## Mountain Man (MM) Challenge (Scouts 14 and older)

T12	Framingham	MM events (Attack on Fort Russell and Smooshboard)
T77	Hudson	MM events (Standing chop, Hawk throw, Two-man log saw)
T100	Westborough	MM event (Chilkoot pass)
T182	Wellesley	MM event (Action archery)

The 2020 Freeze Out Staff encourages units that were late to register, and/or DO NOT have a station to run, or an event-wide duty to handle, that you AT LEAST participate in helping the other units. We will need many "Volunteers" for the race. PLEASE work hard to make sure all Scouts and Scouters have a good time.

### A Special Note:

Only registered troops participating in the Freeze Out 2020 will be allowed to camp at Resolute during the weekend of January 24-26, 2020. Units will be notified in advance where they will be camping, maps and schedules will be provided for all units. Swapping sites or relocation is not permitted unless coordinated through and with the Event Chair.

### **-----Anyone wearing Sneakers will be sent home-----**

To be allowed to participate, all scouts MUST be wearing appropriate clothing (winter coat, snow pants, gloves, hats, and winter boots, at a minimum!)

- Remember, cold humans are cranky humans
- Dress in layers for optimal comfort. New England weather is unpredictable.
- Remember, Cotton is Rotten! Wear moisture wicking, fleece, or wool layers and bring an extra pair of socks.
- Scouts MUST bring a water bottle and snacks

## Check in - Registration - Medical Forms, etc.

Upon arrival, units are to register at the **Director's Cabin**. It is critical to get your packet for your troop. During registration you will need to provide:

- Roster of all participants (Scout and Adult)
- Names of the patrols participating

- Cell phone numbers of your unit leaders and other important points of contact.
- Medical forms and insurance cards
- Is your Troop departing Saturday night?

We also ask that you have the **Vehicle Information Sheet** filled out and “on the dash board” for all the vehicles associated with your unit. The forms will be provided at Registration (and are in this document).

**Copies of BSA Medical Forms part A/B for all participants and Insurance Card copy must be turned into registration staff, these will be returned at Check-Out.**

On Friday Night check-in will be at the **Director’s Cabin** (just before the gate on the left) 5 pm to 7 pm.

On Saturday, check-in will also be at the **Director’s Cabin** 7:30 am to 9:00 am.

## Check Out/Evaluation Turn in – Patches, etc.

Patches will be given to units on Sunday morning after Scout’s Own Services (approximately 9:30 am) upon turning in the evaluation forms. Units leaving on Saturday night may request their patches at the Director’s Cabin during Check-Out.

Saturday night check out time: After the Closing Ceremony (5:30 – 7:00 pm)

No vehicles are allowed on Camp Resolute inside the main gate.

All foot traffic into Camp with gear will be taking the main road from the parking lot up to the designated camping sites. Parking will also be available and recommended at the Cub Scout Day Camp parking lot for units staying in Apache or Charmur. Backpack usage and/or wagons, sleds (weather and ground-condition relative) are encouraged. These will also be necessary for YOUR PORTAGE OF CAMP-SUPPLIED FIREWOOD from the firewood location back to your campsite.

### **ABSOLUTELY NO OUTSIDE FIREWOOD IS PERMITTED!**

This is due to the long horned Asian Beetle issue, and anyone found in violation of this will be embarrassed! The camp takes this issue VERY SERIOUSLY, so please do not put us into that situation. We have wood FOR YOUR USE. There is also ample firewood on-site, in the surrounding woods. However, finished lumber like 2”x4” and pallet scraps are allowed for fires.

## Event Costs and Registration

Cost of \$25 per WEBELO, \$25 per Scout and \$0 per Adult which includes a hat and an event patch. \$7.00 per additional Hat and \$2.00 per additional Patch.

Follow <https://www.mayflowerbsa.org/event/klondike-derby-resolute/> for online registration.

No Troop registrations will be accepted after January 15, 2020, 11:00AM.

## Webelos Cub Scouts

Scout troops may invite Webelos Scouts for the day Saturday. This is highly encouraged, to strengthen relationships between your troop & pack(s) in your town. A parent/guardian must accompany each Webelos Scout during the weekend, registered with your Troop. Webelos are day only participants Sat, no overnight camping for Webelos recommended.

## Event Schedule

### Friday January 24 – Early Arrival

**5:00 – 7:00 pm** Troop Check-in / Set up Camp site / Retrieve firewood. We need wood at the warming hut, please have your unit drop off a bundle.

### Saturday January 25 – Main Event Day

**7:30 – 9:00 am** Troop Check-In and Campsite Set-Up / Retrieve firewood

**9:00 – 9:30 am** Opening Ceremony at the Parade Grounds (Please be on time!)  
Pick up “Secret Ingredient” for Scoutmaster’s Cook Off

**9:45 – 11:45 pm** Stations will open for competition (approx. 30 min per station)  
(note: SEE PATROL CARDS FOR STARTING LOCATION)  
*(also note: Patrols will move in numerical rotations and are expected to bring lunch with them on their patrol sled/cart)*

**11:45 – 12:30 pm** Lunch – all stations close

**12:30 – 2:30 pm** Stations will re-open for competition

**2:30 – 3:45 pm** Sled Race

**4:15 – 5:00 pm** Campfire/Awards at the Amphitheatre Ring

**5:00 pm** Closing Ceremony

**5:30 – 7:00** Early Check-Out at the Director’s Cabin  
**Pack-Up Sites**, survey camp sites for trash, Inspect neighboring latrine, shuttle gear to parking lots with sleds, etc. Campsites **SHOULD BE CLEAN** prior to your departure. SPL or designee will hand in the Evaluation Form at the Director’s Cabin and then Patch Bundles will be distributed.

**7:30 – 9:00 pm** Adult Cracker-barrel at Director’s Cabin

**7:30 – 9:00 pm** SPL Cracker-barrel at Warming Hut

**5:30 – 11:00 pm** Troop Time at Campsites

**11:00 pm** Quiet Time & Lights Out

### Sunday January 26 – Pack-Up/Clean-Up

**6:30 – 8:30 am** Troops Wake Up, Breakfast, etc.

**9:00 – 9:30 am** Scouts Own Service/Worship Service at the Chapel

**9:30 – 12:00 pm** **Pack-Up Sites**, survey camp sites for trash, Inspect neighboring latrine, shuttle gear to parking lots with sleds, etc. Campsites **SHOULD BE CLEAN** prior to your departure. SPL or designee will hand in the Evaluation Form at the Director’s Cabin and then Patch Bundles will be distributed.

## Event/Station Scoring

Patrols will be judged and scored at each station for awards for that station. Only the top three patrols will receive awards for performance at each station.

**In addition to timed elements (if applicable), each patrol will be scored on the following:**

- **Scout Spirit** - Following all the principles of scouting. Treating everyone in the site with courtesy, respect, and helping your patrol and troop by doing your best, etc.
- **Teamwork and Leadership** - The patrol showing how to work as a patrol and the patrol leader showing his skill to lead his patrol, will do the best in this category.
- **Performance** - At each site the staff will assign points based on performance. Sometimes it will be a judgment call and other times it will be by accomplishing certain tasks.

The Event Station Staff will pick the **TOP THREE PATROLS** with the highest scores, times to complete the task (if applicable) or anything else the staff chooses regardless of the station descriptions. The award ribbons will be presented to the winners by the Event Station Staff at the Campfire Ceremony on Saturday night.

### Station Descriptions

Hot Chicken Noodle Soup: Troop 1 Cochituate/Wayland

**Remember** – All participants must carry their own thermal cup or mug and spoon

Troop 1 Wayland will be serving the richest hot chocolate in camp from 10:00 AM to 3:30 PM Saturday, and from 11:30 to 12:30 will be serving Chicken Noodle Soup.

Hot Coco:

**Remember** – All participants must carry their own thermal cup or mug and spoon

Troop will be serving the richest hot chocolate in camp from 10:00 AM to 3:30 PM Saturday,

### Emergency Shelter: Troop 4 Shrewsbury

**Objective:** Have an emergency shelter set up and ready before a winter “storm” blows in. The shelter should be able to keep all members of your patrol dry and out of the wind.

**Supplies:** All equipment will be provided by Troop 4 at the station.

**Procedure and Rules:** After being told the scenario and shown the materials they can use, patrols will have 5 minutes to come up with a shelter design. They will then have 10 minutes to construct their shelter and demonstrate the effectiveness of their design.

**Scoring:** Scoring will be based on:

- 1) Proper knots and overall quality of the emergency winter shelter.
- 2) Scout spirit, Leadership & teamwork



3) Returning the site to the condition it was found in.

10 points each

## Let There Be Fire! Troop 1 Mendon and Troop 2 Marlborough

### Objective

Build a fire and burn twine at a set height

You will receive:

- 1 wad of dryer lint
- 1 match
- 1 bunch of tinder
- 1 bunch of kindling

Additional kindling can be scavenged. Patrols greater than 5 scouts will be split into two teams and the overall score averaged.

### Steps (Each should be performed by a different scout)

1. Prepare dryer lint
2. Place tinder
3. Place kindling no higher than limit rope (can be two scouts)
4. Light fire
5. Extinguish the fire after top rope has burned

### Scoring

Time to burn twine

30 second bonus using patrol provided flint and steel and returning the match unused

10 second penalty each extra match

20 second penalty extra dryer lint

20 second bonus strong scout spirit

10 second bonus average scout spirit

10 second penalty poor scout spirit

## Defender Wild Hatchet (Tomahawk) Toss Stations: Troop 1 Cochituate

Join “America’s Favorite Frontier Hero” Tomahawk from the period of the American Revolution, in a contest throwing Hawks at the targets. Tom Hawk practiced his skill at throwing Hawks as he fought under George Washington through the French and Indian war and then the revolution. Tomahawk was adept with his namesake weapon, fluent in any Native American language he encountered, and the valiant leader of the fighting force, Tomahawk’s Rangers

The Scout must demonstrate how to handle a hatchet (tomahawk) safely and all Scouts are strongly encouraged to have earned the Totin’ Chip.

**Supplies:** All equipment will be provided by Troop 1 at the station.

### **Tomahawk Station Protocol:**

The Patrol Leader will be given instructions by the Station Facilitators and is responsible for maintaining order within the Patrol Ranks. The Patrol Leader will communicate all Hatchet Toss Instruction to the Patrol Members.

- There is only one thrower allowed in the arena at a time.
- The thrower is only allowed one tomahawk in the arena.
- The thrower tosses one tomahawk at the target.
- Hit or miss, the thrower is the only one who retrieves the tomahawk.
- When completed, the thrower returns all tomahawks to the Leader - who in turn hands it to the next thrower.
- It does not matter on the size of the patrols that participate because we add the points and divide by the number of scouts to average them out.
- The thrower gets one practice throw and three throws to be counted as points.

### **Slingshot: Competition Survivalist Hunter: Troop 303 Marlborough**

Each Patrol will receive the same number of “biodegradable” projectiles that can be divided up among the members of the patrol however they wish. Patrol Members will then have their turn to act as the mighty Yeti Hunter shooting their projectiles at the Yeti targets using a sling shot. Larger, **easier to hit**, targets will earn points but smaller more difficult targets to hit will earn even more points. The patrol to earn the most points, proving they have the straight shooting skills of a Yeti Hunter, will win this competition!! Straight Shooting Skills along with team work and Scout Spirit are all that are required for this competition. Projectiles and Sling Shots will be provided.

### **Two Person Cross Cut Saw Activity: Troop 1 Hopkinton and Troop 205 Newton**

#### **Cross cut or Buck Saw:**

Bucking is the process of cutting a felled and de-limbed tree into logs. The station set up will promote the hands on demonstration of a saw specifically designed for use by two persons. This will be a timed competition for those Scouts wishing to enter ribbon competition.

#### **History:**

Such a saw would typically be 4 to 12 feet long (approximately 1.2 to 3.6 meters), and sometimes up to 16 feet (4.9 meters), with a handle at each end. In some cases, such as when felling Giant Sequoias, saw blades could be brazed together end-to-end in order to create longer saws. There are two main types of saw. Felling saws were used to fell the trees, and bucking saws were used to cut felled trees into lumber. The two applications require slightly different designs: a felling saw has a thinner, less heavy blade, with an arched back, while a bucking saw has a wider, stiffer blade, with straight back giving it more strength. Either way, two-man saws were designed to cut in both directions. Careful tooth design was necessary to clear the sawdust during the cut. Cutting from underneath a suspended log, called "under bucking", will not be demonstrated.

#### **Safety:**

The station will be cordoned off similar to a scout axe yard. Protocol dictates that as the teams approach, permission will be requested and granted by the saw yard master. This

year, the plan is to work with logs large enough to accommodate two teams of two scouts each to be working at the same time. Two saw yard masters will coordinate the activity safely. The yard will be arranged and properly cordoned off to accommodate such logs safely.

**Equipment:**

Station will provide saw, log, blade guide, stand, safety glasses, and instruction. Scouts will provide gloves and boots.

**Station Operation:**

Scouts will receive instruction using a two-man saw and working together to alternate pulling the saw through the wood. If the kerf begins closing, which can cause the saw to bind, wedges could be inserted in order to keep it open. The top two teams with the fastest clean-cut time will receive their ribbon award at the evening assembly. Scouts wishing to redo, repeat or change partners are welcome to do so but only after cycling back through the end of the line.

## Ice Rescue Challenge: Troop 63 Sudbury

**Objective:** Be able to respond to an Ice Rescue given specific criteria that you will receive at the station. You will be scored on how well you respond.

**Situation:** One of your patrol members have fallen through the ice. It is up to the other patrol members to rescue him in a safe and timely manner. What you do and how you work as a patrol will all be a factor in scoring at this site. Safety is the key idea when ice rescue is involved.

**Supplies:** All supplies will be provided by the host Troop.

**Equipment:**

- 50 foot rope
- 10 ft reach pole
- Ice Rescue sign
- Plastic sled
- Blanket
- 2 stakes to mark the shore line
- Time limit 15 minutes for each patrol
- Run 3 scenarios in parallel because you will have multiple patrols at the station

Scenario 1	Scenario 1 scoring
<ul style="list-style-type: none"> <li>● Choose one scout in the patrol to be the victim.</li> <li>● He is placed 20 ft from shore and sitting on the pond. He has not fallen thru the ice yet, but it has cracked, so he remains still.</li> <li>● A 50 ft rope is needed for the rescue. Scouts must throw the rope to the victim.</li> <li>● The victim must tie a bowline around himself. The bowline goes around the waist. <i>Make sure the bowline is in a safe position on the scout victim.</i></li> <li>● The remaining scouts in the patrol must pull the victim from the ice onto shore.</li> </ul>	<ul style="list-style-type: none"> <li>● The rescue time is recorded.</li> <li>● 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>● 10 points are awarded for all patrol members participation in the event.</li> <li>● 10 points are awarded if the patrol provided the rope.</li> <li>● 10 points are awarded for a proper <b>bowline</b>.</li> <li>● 10 additional points are awarded if the scout ties a <b>one handed bowline</b>.</li> </ul>

<b>Scenario 2</b>	<b>Scenario 2 scoring</b>
<ul style="list-style-type: none"> <li>• Choose one scout in the patrol to be the victim.</li> <li>• He is placed 10 ft from shore and sitting on the pond. He has fallen thru the ice and is sitting in water and hanging on the edge.</li> <li>• A tree branch (rescue pole) is provided.</li> <li>• The remaining scouts in the patrol must use the pole to pull the victim from the water.</li> <li>• They must administer first aid to the victim. Describe what condition the victim is in and how they would treat him. They need to describe at least 2 first aid situations and solutions.</li> </ul>	<ul style="list-style-type: none"> <li>• The rescue time is recorded.</li> <li>• 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>• 10 points are awarded for all patrol members participation in the event.</li> <li>• 10 points are awarded if the patrol describes the possible first aid scenarios they would need to administer.</li> <li>• 10 points are awarded if the patrol describes the first aid required to treat the above scenarios.</li> <li>• 10 points are awarded if the patrol provided the blanket.</li> </ul>
<b>Scenario 3</b>	<b>Scenario 3 scoring</b>
<ul style="list-style-type: none"> <li>• Choose one scout in the patrol to be the victim.</li> <li>• He is placed 20 ft from shore and sitting on the pond. He has not fallen thru the ice yet, but it has cracked, so he remains still.</li> <li>• Using a rope, plastic sled and a log, the scouts must rescue the victim. <i>The log may be used for ballast on the sled to get it to the victim.</i></li> <li>• The victim must get into the sled.</li> <li>• The remaining scouts in the patrol must pull the victim from the ice onto shore.</li> </ul>	<ul style="list-style-type: none"> <li>• The rescue time is recorded.</li> <li>• 10 points are awarded if the patrol rescues the victim under 2 minutes.</li> <li>• 10 points are awarded if the patrol provides the sled.</li> <li>• 10 points are awarded for a proper <b>sheet bend</b>.</li> <li>• 10 additional points are awarded if the patrol uses a <b>double sheet bend</b>.</li> <li>• 10 points are awarded for all patrol members participation in the event.</li> </ul>

## Cross the Continental Divide's Creek: Troop 126 Franklin

Cross the Creek - Patrols must quickly bring their patrol across a river covered with ice flows in the shortest time. The Patrols shall cross the creek without stepping in the area designated as water.

The patrol must attempt to cross a 50-foot course through the woods in the shortest time using the resources furnished at Station. The course should have tree obstacles and allow for two teams to compete at once. The course boundary is marked with tape. There should be a clearly marked start and finish line. Each time a member of the team falls and touches the water (ground) a 30 second penalty will be added to the score. All equipment and patrol members must be behind the start line for the race to begin. The race ends when all the members have crossed over the finish line. The patrol equipment does not have to cross over the finish line. Record time to the nearest tenth of a second.

Team is furnished at the Station with the following minimum of equipment based on the size of the patrol.

<u>Patrol Size</u>	<u># of Crates</u>	<u># of Planks</u>
3 to 4	4	1

5	4	2
6	5	2
7 + Over	6	2

### Equipment Furnished by Troop Hosting Station

- 6-12 Milk Crates
- 4-2"x8"x6' Planks
- Boundary Marker Tape
- Whistle (optional)
- Clip Board & Score Sheet
- Two stop watches

## **Hazardous Material Transporter: Troop 1 Northborough**

Hazardous Material Transporter. The patrol must build a transporter to move "hazardous material" from point A to point B. The transporter will be assembled by the patrol using six staves, a tripod lashing and square lashings. The "hazardous waste" will be suspended in the center of the transporter. The transporter must be carefully moved by holding onto the outside and the "hazardous waste" cannot be touched.

All equipment will be furnished by the Host Troop.

Scoring: Points will be awarded for speed, quality of construction, teamwork, and most importantly for not causing a "hazardous waste spill".

## **Survive the Tundra Sled Racing: Troop 355 Newton**

The signature event of the Resolute Freeze Out, the Klondike Sled Race, features your patrols racing to see who can complete the course fastest. A trial of strength, endurance, and speed, it is an ordeal for champions. If you and your patrol are able to navigate your sled through the track, while carrying one of your own within, you may find yourselves as the proud victors of the race. Will you emerge victorious and supreme or be left in the snow? The Winning Patrol will have the honor (and bragging rights) of the FASTEST Patrol in Camp Resolute for 2020. Who is worthy of such an honor? Will you step up for the challenge?

On behalf of the Resolute Racing Committee, we would like to welcome you to Camp Resolute. We hope that your stay in the frigid snowscapes is memorable in every way imaginable. We look forward to another successful event because of your continued support and cooperation!!

### **Sled Race Rules:**

- You must have a minimum of 4 scouts in the event, with a maximum of 8 scouts.
- Everyone that starts the race must finish it, which means that the official time will stop when the last scout on the team crosses the finish line.
- Must have at least one scout pushing from behind & one scout steering the sled in the front.
- Must have one scout in the sled, **that scout MUST wear a helmet** (a ski helmet is preferred, but a hockey or skateboard or bike helmet would work).
- MUST HAVE A PATROL FLAG (of some type) attached/lashed to the sled. (If you don't

have one, don't go crazy, make one from scrap materials and a stick).

- Fastest Team wins. You will run the course against the clock. Teams race/start one at a time. Patrol with the fastest time – will be the champion of 2020 Resolute Klondike Derby.
- Borrowing a sled or helmet from another Troop to compete in the race is permissible.
  - In case of no-snow: Sled race will be run on wheels – (please modify your sled with wheels or use a wagon as a substitute – your choice).

### Particulars:

- Patrols/Scouts must line-up on time at Start Line beginning 10 minutes prior to start. Everyone must be off the course at the start
- Check list: Sled, Helmet, 1 Log (firewood) for the Warming Hut, race card (with Troop# & # of scouts racing, etc.)
- Note: First 10 Teams racing = Provide two (2) adult volunteers positioned per map for safety.

Klondike Sled Information: <http://www.inquiry.net/outdoor/winter/gear/sleds/index.htm>

**Also go to <http://www.inquiry.net> for additional information on outdoor games and camping. Go to a search engine & search for Klondike Derby or Klondike Sled. If you have the time to make sleds, great, we do not want the sled to be the barrier for a troop to attend the Klondike Derby and will be flexible on whatever you can bring or borrow. This event for Scouts to have fun.**

## **CAMP RESOLUTE SLED COURSE**



### **Mountain Man Challenge: (14-year old, four-Scout teams)**

All Mountain Man Scouts must be 14 years of age on or before Saturday, January 25, 2020. Teams consist of exactly four registered Scouts meeting the age requirement and all from the same unit. These same four Scouts are the ones listed on the roster, registered and paid for on the morning of the event. No substitutions of team members after registration on Saturday.

Substituting will disqualify that team for the entire event. Any team competing at or completing any station with only three team members will receive a zero score for that station. This is a team event. The team with the highest overall score wins the Mountain Man event. All four Scouts must participate at every station and contribute to the team score. Ribbons are awarded for first, second and third place for each station.

1. Standing Chop - All four patrol members take turns cutting through a 8-10 inch log with an axe.
2. Hawk Throw - Each Scout throws three hawks at a fallen pine log section for points. Minimum one full revolution of the hawk is required.
3. Action Archery - To be determined.
4. Black Powder – To be determined.
5. Shotgun - Each Scout shoots five, 12-gauge rounds at a launched clay target.
6. Smooshboard – All patrol members' right feet are tied to one long 1x6; all left feet to another.
7. Two Man Log Saw – Two patrol members at a time swap off in relay style to remove the end of a log.
8. Chilkoot Pass – Patrol is timed moving its sled over an uphill and downhill course.
9. Attack on Fort Russell – Patrols must race to scale the walls of Fort Russell hauling themselves, sled and gear over the wall.

Note: All events will adhere to Massachusetts and BSA regulations and safety policies.

## Logistical Information

**Parking** – We will be parking cars in the main parking lot, the public beach parking lot, and at the Cub Day Camp parking lot. **It is critical that you follow the directions and instructions of the members of the Parking Volunteers to get everyone parked safely and efficiently.** Equipment drops from SUV's and troop trailers will be accommodated. Troop Trailers will be parked between the main Camp gate and the driveway to the Directors cabin, then along the hillside adjacent to the Maintenance Building. There will be volunteers directing traffic on Saturday. It will then be your troop's responsibility to portage your gear to your site, via the main road into camp. Units camping in Apache, Charmur, Kiowa N/S or Cherokee may choose to park at the Cub Day Camp lot. Parking will be first come first served and troop "stacks" of vehicles will most likely be the solution.

***We also ask that you fill out the Parking Information sheet (in this document) and leave it on your dashboard***

**Water** – Potable water is available at the **Director's Cabin** via the outside water spigot mounted near the corner of the building. Water will be available all weekend but, it is recommend that all units bring 1 (5) gallon container that is leak-proof and labeled and can be stored in the warming hut just in case.

**Campsites** – All campsites are assigned, and arranged according to the number of participants, and proximity to the troop's station location. Every effort was made to accommodate this, and not have units crisscrossing the map with station gear in preparation mode, as well as trying to keep your unit's campsite not too far away from your station. (Please see the map, provided with the entry packet).

**Lean-To's** – These may be used for sleeping and/or gear storage and/or troop kitchens. It is up to the troop to decide. Obviously, no fires are allowed inside.

**Fire Rings** – Must be used for fires. Cooking can be accomplished using Troop approved stoves. All other fires must be contained in established on-site fire rings. Elevated fire rings and fire pots brought from home are also allowed, but not in Lean-to's. Units are urged to share a fire pit/ring with a neighboring unit if none are available in site.

**Rubbish - All trash must be carried to the dumpster behind the Ranger's office.** This is a carry-in and carry-out event. Grey water may be dumped in the latrines, and food scraps filtered out and packed-out. Please do not launch food scraps into the woods. It makes animals dependent on humans! Please also have bins for trash and recyclables in your campsite.

**Warming Hut** – In the event that there is bitter-cold weather, and/or you have a scout in your unit needing to get inside to a heated space, Shaughnessy Lodge will be staffed all weekend with the first aid personnel and/or other Freeze Out staff. In the event of extreme weather, the Dining Facility will also be available.

**Emergency Plan** – In the event that there is a camp-wide emergency, requiring an assembly of all present and an evacuation, we will meet by troop in the Parade Field and then proceed in an orderly fashion down the road and out to the parking lots.

## Scoutmaster's Cook-off

We are looking for a dish that can be prepared in the woods. The cooking will occur at your camp site and staff will come around to judge. We will have 3 ribbons: First, Second and Third place.

The rules are simple:

**Secret food item must be used in the recipe.** There are no limits to the other ingredients in the dish, such as spices and/or accompaniments. We would however like to keep the spirit of patrol cooking alive. So, we suggest using foodstuffs typically brought on a Troop camping trip. There are no limits to preparation methods either. Dishes will be judged on appearance, flavor, and ingenuity of cooking style (Dutch oven, open flame, boiled, etc.).

Judging will be at participating unit campsites during the day.

The ribbons for this event will be awarded at the Adult cracker barrel, Saturday night.

## First Aid

All First Aid personnel are volunteers. They will be staffed at **Shaughnessy Lodge** on Friday night, all day Saturday and Saturday night. An EMT and/or First Responder will be available at all times during the event and throughout Saturday night.

The closest Hospital is UMass Hospital in Marlborough, and in the event of a serious injury



the First Aid staff will call for units from that location, for transport to the hospital. If need be, the First Aid staff knows how to get there, in the event that they need to in lieu of an ambulance.

## Scouts own Service/ Chapel

A Scout is reverent. Reminder to scout leaders that we are having the service, at the outdoor chapel and encourage them to ask the scouts from their crews and troops to attend.

If the troops have a chaplain, the scout leader should ask the chaplain to get to the outdoor chapel, 15 minutes before service starts (8:45 am) so we can get them involved in the Scouts own service. The more scouts we involve in the service, the more meaningful it is to them and other Scouts. Lord Baden Powell understood this.

Start time is Sunday at 9:00 am, and the service will be prompt, two sides of a sheet of paper and go no more than 30 minutes. A discussion on God and Country will be included in the service as well.

## Leave No Trace

**Leave No Trace** advocates 7 principles. For the Mayflower Council's Winter Freeze Out these principles are to be applied as follows:

1. **Plan Ahead and Prepare:**

Register early. Attendance limited to first 400 registered Scouts/Scouters  
Provide training on proper clothing and equipment for winter camping.  
Use your Scout meetings to get your Scouts ready for the event.  
Plan to arrive before 8:30 on Saturday so that the program can get underway as planned. We have a full day of fun planned, but it needs to get underway as scheduled.

2. **Travel and Camp on Durable Surfaces:**

Camp in designated areas only.  
No tents in the lean-to's  
**Pond is off limits for the weekend**

3. **Dispose of Waste Properly:**

Pack it in, pack it out. Inspect your campsite for trash. Pack out all trash, leftover food, and litter. Please take it all home with you.  
Dispose of gray water in the latrine. Do not launch food scraps into the woods.

4. **Leave what you find**

Do not build fire rings

5. **Minimize Campfire Impacts:**

Campfires can have lasting impacts. Consider using a stove for cooking, and a lantern for light.  
Use established fire rings or fire pans. Do not make new fire rings, or build a fire where there is not an existing fire ring.  
Keep fires small.

6. **Respect Wildlife**

Avoid all wildlife during the sensitive winter months.

7. **Be Considerate of Others**

Please no radios and/or I-Pod Speakers, etc.

Avoid loud voices and noises

Observe quiet hours.

## Evaluation Form

We need your help to improve future Freeze Out's. Please turn in the evaluation form at the end of the guide before you leave. **No patch-bundles will be given out without an Evaluation Form turned in.** A few weeks after the event we will be holding an event review meeting (place and time TBD). We will be looking at all the evaluation sheets and making recommendations for next year's event. The evaluation form will be in the registration packet and is in this document.

## Troop Preparation for Event

Troops need to develop patrols for the event that may or may not mirror the existing troop patrols. No more than eight scouts per patrol is suggested. Units with a small contingent of scouts can team up with other small contingent units to make a patrol of up to eight scouts. We need to know your needs as soon as possible to work the match making, if applicable. Troops should outfit each patrol with a sled/wagon to utilize throughout the event. **Troops need to communicate that teamwork is a vital aspect of the patrols execution of the events.** Troops and patrols need to be outfitted for the skills we will be working on. Below are the activities and skills troops/patrols need to be prepared to support.

### Expected Skills and Equipment Needed:

- Fire building
- Knots, knowledge on tying basic Scout knots (and lashings specifically)
- ***Troops will need to be prepared for event activities with the following list of gear and materials:***
- Unit Flag / U.S. Flag for camp site and event station
- Troop Identification Sign or Plaque for gateway mounting (optional)
- Water – potable for camp site general use (see map and this guide for locations)
- Winter First Aid kit
- Klondike Sled (s) per patrol (if no snow, adapt with wheels or use wagons)
- Toboggan /Long sleds for carting gear to /from camp site to parking lot
- Dutch Ovens or equivalents (campfire cooking and tending tools)
- Supply of firewood (from camp storage) for each unit's fire building and tarps for covering wood.

Troops will be setting up campsites with tents and using the lean-tos.

Troops should plan on bringing ample supply of charcoal for Dutch oven cooking. Also go to <http://www.inquiry.net> for additional information on outdoor games and camping. Using a search engine, search for Klondike Derby or Klondike Sled. Time permitting make a sled. We do not want the sled to be the barrier for a troop to attend the Klondike Derby and will be flexible on whatever you can bring. We are having this event for Scouts to have fun.

## Event Gear for Each Troop during Event

### Required basic equipment

- Klondike Derby Sled (modified with wheels for no snow or units can use a wagon as a substitute). Plus, Ski or hockey or skateboard or bike helmet for scout riding sled.
- Lunch for each scout (Saturday)
- Container sized for your gear (bin with lid or duffle bag)
- Bungee cord or rope to secure container on the sled/wagon
- Plastic Snow Shovel
- Camp Shovel
- First Aid Kit
- Matches
- Fire bucket (large empty metal or plastic coffee can to act as fire bucket)
- Emergency Shelter building materials. (Rope, Tarp, Stakes, and any other materials you need for what you plan to construct).
- Blanket
- Work gloves for two persons cross cut saw activity
- 1 (5) Gallon of Water in a leak-proof labeled container to be stored overnight in the warming hut.
- Kindling, Tinder for Fire Starting event (from camp-supplied wood)
- Watch. At least one scout in each patrol should have a watch to keep track of time during the competition events and maintain a schedule throughout the day, so you visit all the events on time.
- Walkie-Talkie Radios – These will be invaluable for communication at Camp
- Patrol Flags (Don't go crazy, make one from scrap materials and a stick) Affix your patrol flag to your sled/wagon, or make signs for the front and side(s)



## Recommendations for Scouts' Personal Gear

**Note: If a Scout is wearing inappropriate clothing, i.e. Sneakers they will be sent home.**

### **Suggestions on Winter Sleeping Bags**

If you want to purchase a sleeping bag/mat for winter use this is what is recommended:

- 1) One close cell mat or a self-inflating mat. Some people prefer one of each or two close cell mats. Do not use a large air mattress, or you will be sleeping on a cell of ice-cold air!

- 2) Space Blanket (used on the bottom of the tent or on top of the mats).
- 3) Sleeping bag arrangement good to 0 Degrees minimum.
  - a. A 0-Degree bag, mummy style. The synthetic fill costs less than down fill.
  - b. A 20-Degree bag, mummy style, inside a 35 to 40 degree summer/fall bag.

A fleece blanket used in both combinations adds 5 to 10 degrees of warmth. A fleece liner improves the rating another few degrees and protects the inner layer of your sleeping bag from skin oils, sweat etc.

A Target like plastic bag or equivalent is also smart, to put your boots in overnight, and place it at the bottom of your sleeping bag. You will wake up to putting on boots kept warm all night by your body, and the bag will keep the dirt and grime out of your sleeping bag. *Frozen boots are a real-bummer to put on, first thing in the morning!*

The other option is to rent a sleeping bag from EMS or REI. (check local stores for availability). Most sleeping bags come in regular (~ 84 inches) or long (~90 inch) length. For short boys the extra length can be folded under the boy.

There are very few bags sized for kids, but if you shop around you can find some. Some common brand names for sleeping bags are: Coleman, Slumberjack, North Face, Kelty, Sierra Designs, etc. Some places to buy bags locally are: The Scout Shop, EMS, REI, Natick Outdoor Store, and New England Backpackers – Worcester. Mail order (websites): Campmor, Cabela's, Bass Pro Shops, etc. <https://www.scoutshop.org/> and search on sleeping bags.

## Personal Gear List for Winter Camping (2-day trip)

Back Pack	Boots, 2 pairs- insulated and waterproof (wear 1 pair and have an extra)
Insulated mug	Liner socks – 2 pairs
Bowl and utensils	Wool socks – 2 pairs
Canteen/ water bottle	Thermal underwear, 2 pairs top & bottom (polypropylene)- <b>no cotton</b>
Personal 1 <sup>st</sup> Aid kit	Shirt – 1 warm no cotton
Lip balm	Pants – 1 pair wool or fleece, no cotton
Pocketknife	Nylon or waterproof pants to wear over other pants
Matches	Wool sweater or fleece jacket
Toilet paper, toothbrush, toothpaste, soap	Winter jacket with hood
Towel, washcloth	Mittens or gloves – 2 to 3 pairs
Flashlight and/or headlamp	Poncho or rain coat if winter coat is not waterproof
Plastic trash bags (2)	Hand warmers – for use in mittens and sleeping bags at night (1 dozen)
Ground pad	
Sleeping bag – 0 degrees or lower (can combine 2 bags and inserts, etc.)	
Ski mask or winter hat	

## ScoutMaster and SPL Checklist

Please use this checklist to be sure your troop is prepared for the Freeze Out and have SPL present it at registration at the Director's Cabin.

- Explain to your troop that proper snow footwear is necessary to attend the Freeze Out – NO SNEAKERS
- Provide a written roster of all participants (adult and youth), names of the patrols participating and cell phone numbers of your unit leader(s)
- Have Parking Information Sheets filled out and in place on the dashboard of all the vehicles
- Please have copies of BSA Medical Forms part A/B and Insurance card copy for all participants to turn into at registration staff
- Friday Night check-in will be at the Director's Cabin 5 pm to 7 pm
- Saturday morning check-in will also be at the Director's Cabin 7:15 am to 9:15 am
- ABSOLUTELY NO OUTSIDE FIREWOOD IS PERMITTED!
- At check-in, have a sled handy to portage firewood to your campsite
- Have scouts carry thermal cup and spoon for Hot Cocoa and Soups
- Each patrol to have flint & steel, tinder and kindling for the fire starting station
- Race Sled (can be shared amongst patrols) with helmet and patrol flag
- Dutch Oven and all ingredients for Chili Cook-Off competition Sat at 7:30 pm
- 5 gallon container for water pickup on way in at the Director's Cabin
- Be prepared to store and carry out your trash to the dumpster behind the ranger's office
- Bring walkie-talkies tuned to channel 10.0 to follow Freeze Out activities
- Fill out and return evaluation sheet at registration when checking out Sat evening or Sunday
- Be sure that your scouts have been instructed on the value of teamwork
- Have trained your scouts in the basic knots and lashings
- Have the following equipment
  - Unit Flag / U.S. Flag for camp site and event station
  - Troop Identification Sign or Plaque for gateway mounting (optional)
  - Winter First Aid kit
  - Race Sled (s) per patrol (if no snow, adapt with wheels or use wagons)
  - Toboggan /Long sleds for carting gear to /from camp site to parking lot
  - Dutch Ovens or equivalents (campfire cooking and tending tools)
- See required basic equipment
  - Personal gear checklist filled out by each scout

## Parking Information

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone #: \_\_\_\_\_

## Parking Information

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone #: \_\_\_\_\_

## Parking Information

Unit: \_\_\_\_\_

Driver: \_\_\_\_\_

Campsite: \_\_\_\_\_

Cell Phone #: \_\_\_\_\_

## 2020 Freeze Out Evaluation Form

1. Have your Scouts enjoyed themselves? **Best** 10 9 8 7 6 5 4 3 2 1 **Poor**

2. Where would you like to have the 2021 Freeze Out? (circle one)

**Camp Nobscot**

**Camp Resolute**

**New Location**

3. Our Troop thought the Event Stations were: (circle one)

**Fun and we liked them**

**Not fun at all**

**Stations need improvement**

**Comments:** \_\_\_\_\_

\_\_\_\_\_

**New Station Ideas:** \_\_\_\_\_

4. We need more volunteers to help run future Freeze Outs and other Camporees. Would you or someone in your Troop be interested in Chairing or Co-Chairing an event?

**Volunteer's Name:** \_\_\_\_\_

5. What would you do to make the Freeze Out a better experience for Scouts

**Comments:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Troop:** \_\_\_\_\_

**Town:** \_\_\_\_\_

**Camp Site:** \_\_\_\_\_

**Camp Site squared away?** \_\_\_\_\_

**Please turn in this form at the Director's Cabin before you depart.**